

```
1 void manipulate () {  
2     // code  
3     synchronized (syncObj) {  
4         // critical section  
5     }  
6     // code  
7 }
```

TOP SECRET

**FIG. 1**

1 *shared objects:*

2 flag[0..n-1] in {-1, .. n-2}

3 turn[0..n-2] in {0, .. n-1}

4 flag[i] <- -1

5 <entry>

6 for k=0 to n-2 do

7     flag[i] <- k

8     turn[k] <- i

9     while     (there exists j!=i,

10               flag[j] >= k and

11               turn[k] = i) do nothing

12

13 <critical section>

14

15 <exit>

16 flag[i] <- - -1

**FIG. 2**



<entry>

```
for (int k=0; k <= (to numThreads-2); k++) {
```

```
    flag[tid] = k; //"tid" is "i" in Peterson's  
algorithm
```

```
    turn[k] = tid
```

```
    toYield = 0;
```

```
    do {
```

```
        if (toYield++ >= YieldCount)
```

```
            Thread.yield();
```

```
        allflag = false;
```

```
        for (int j=0; j < numThreads; j++) {
```

```
            if (j==tid)
```

```
                continue;
```

```
            allflag = allflag || (flag[j] >= k);
```

```
        }
```

```
    } while (allflag && turn[k]==tid);
```

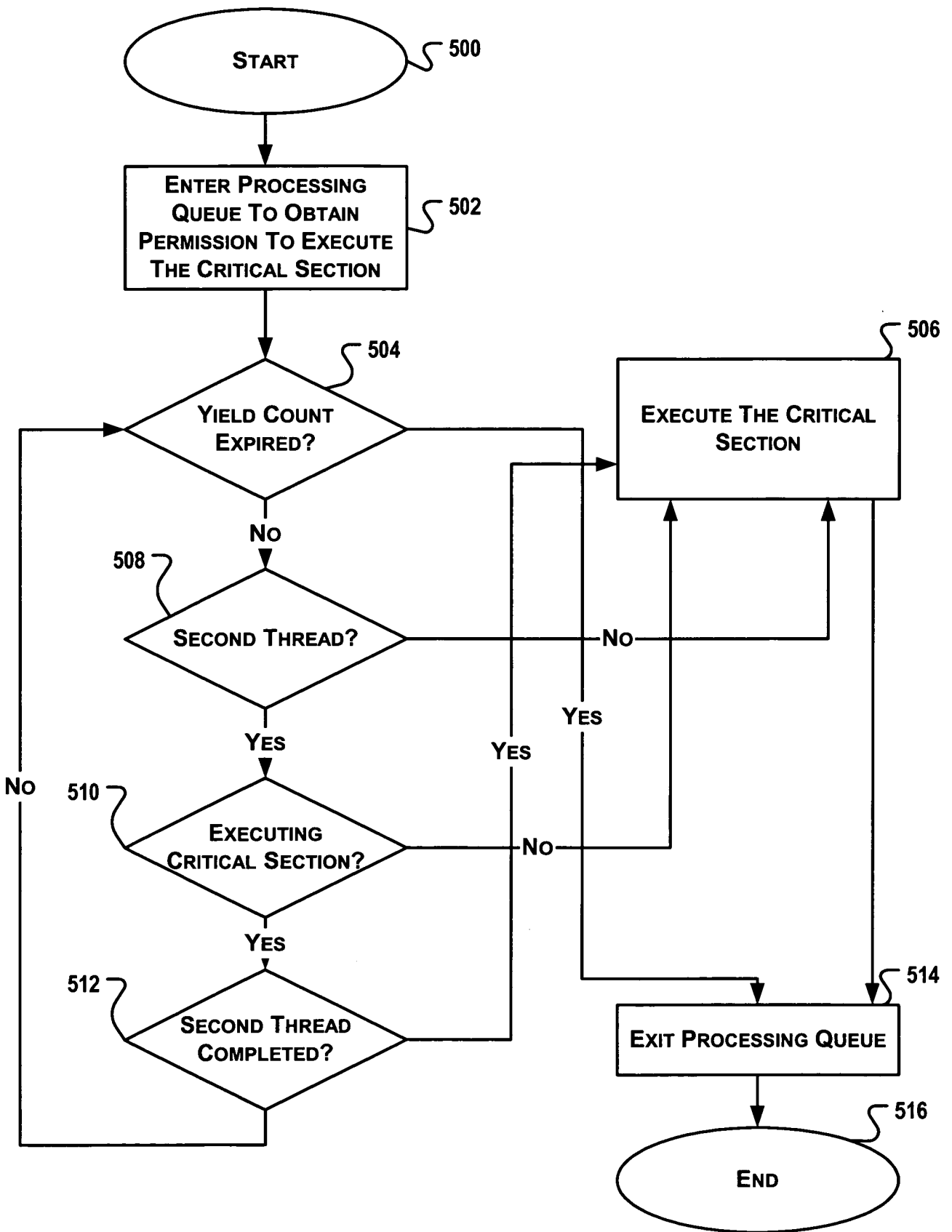
```
}
```

```
//critical section
```

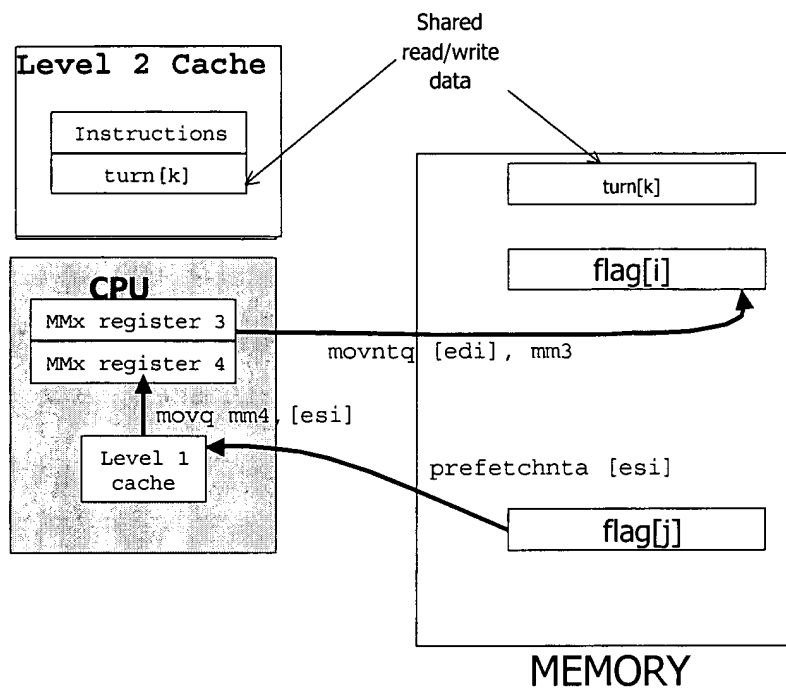
```
//exit
```

```
flag[tid] = -1
```

**FIG. 4**



**FIG. 5**



**Key:**  
 prefetchnta = Non Temporal  
 movntq = Streaming Store  
 movq = Normal Read or

**FIG. 6**